```
Radar::Display
   + ~Display()
   + Draw()
   + OnDockEnd()
   + OnJumpBegin()
   + OnJumpEnd()
   + OnPauseBegin()
   + OnPauseEnd()
Radar::DualDisplayBase
# leftRadar
# rightRadar
# isPaused
# randomEngine
# randomDistribution
# randomGenerator
+ DualDisplayBase()
+ OnPauseBegin()
+ OnPauseEnd()
# Jitter()
# Jitter()
  Radar::BubbleDisplay
# innerSphere
# outerSphere
# sphereZoom
# radarTime
# currentTargetMarkerSize
# animation
# lastAnimationTime
# explodeSequence
# implodeSequence
+ BubbleDisplay()
+ Draw()
+ OnDockEnd()
+ OnJumpBegin()
+ OnJumpEnd()
# DrawBackground()
# DrawTrack()
# DrawTargetMarker()
# Animate()
# PrepareAnimation()
```